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WORLD CUP GOLF

HYATT DORADO BEACH



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World Cup Golf: A Brief History

When the 40th World Cup of Golf tees off in November, today's golfing giants will carry forward a tradition forged in iron throughout the history of the modern game. From modest roots in the Canada Cup of the 1950's, the World Cup has blossomed into the most prestigious event in the golfing calendar.

The 1994 tournament will see the world's top pros lead a 72-hole strokeplay competition around the beautiful Puerto Rican resort of Dorado Beach. In a fourball matchplay contest, 32 two-man teams from around the world will have the honor of playing for golf's most cherished team prize.

This legendary championship evolved from the humble ambition of a man who dedicated his life to the sport. John Jay Hopkins had a dream . . . that his beloved game of golf could promote goodwill between nations across the world.

In 1953 he founded the International Golf Association to govern the Canada Cup, first contested by just seven teams. By 1967 the event had outgrown its own diffidence and was retitled the World Cup to reflect a truly established international image.

In a glorious 40 year history, 18 nations have played host and the greatest legends of golf have graced the tournament; from Arnold Palmer to Nick Faldo, Jack Nicklaus to Bernhard Langer, Gary Player to Seve Ballesteros.

Fred Corcoran, the sports marketing genius who spent 22 years building the World Cup into the global attraction it is today, summed up the spirit of the competition:

"Tradition cannot be bought or sold, it can only be established over a long period of time. With that in mind, it is obvious that no other international team event comes close to the World Cup. This is fact."

by Pete Matthews

1. STARTING WORLD CUP GOLF

1. Turn on the POWER switch at the front of your 3DO Interactive Multiplayer™. The power light should come on.
2. Press the open/close button to open the CD tray, place the World Cup Golf CD in the tray (label up) and press the open/close button again to close the CD tray.
3. After a few seconds the 3DO logo should appear on the screen, followed by the title sequence.

Figure 1



1.	Map Icon	7.	Cross-hair
2.	Ball Lie Icon	8.	Hole Number
3.	Information Icon	9.	Flag Icon
4.	Terrain Icon	10.	Player
5.	Exit Icon	11.	Club Selection Icon
6.	Player Name	12.	Preferences Icon

2. CONTROLLING THE GAME

Controls are described for a joystick.

Joypad

Button A

Button B

Main Menus

To select an option from a menu, click on the required option with joystick Button B. Clicking on the Exit Button of a menu with Button B will return you to the previous menu. Exiting from the Main Menu will quit the game.

3

Icons and Menu Dialogue Boxes

World Cup Golf is played by utilizing in-game icons (by pressing Button B) to prompt actions or activate menu dialogue boxes (see fig. 1). Menu dialogue boxes are made up of icons and buttons which prompt actions or activate sub-menu dialogue boxes.

Close a menu or submenu dialogue box by clicking on its Close Button (top left hand corner - see fig. 2) using button B, or click anywhere in the box with Button A. To close a menu dialogue box, you must first close all open submenu dialogue boxes.

Figure 2



5

Click Button B to select or de-select all icons.

The screen positions of icons and menu dialogue boxes in World Cup Golf can be fully customized - click and drag using Button B. To move a dialogue box, point to its repositioning bar (see fig. 2) click and hold Button B, and move the dialogue box using the joystick directional control - this operation is known as dragging and will be referred to throughout this manual.

3. A QUICK START GUIDE TO 3DO GOLF

Note: For more detailed explanations see Section 4.

The quickest way to start playing golf is to select the Play Golf option from the Main Menu screen (see fig. 3).

Figure 3

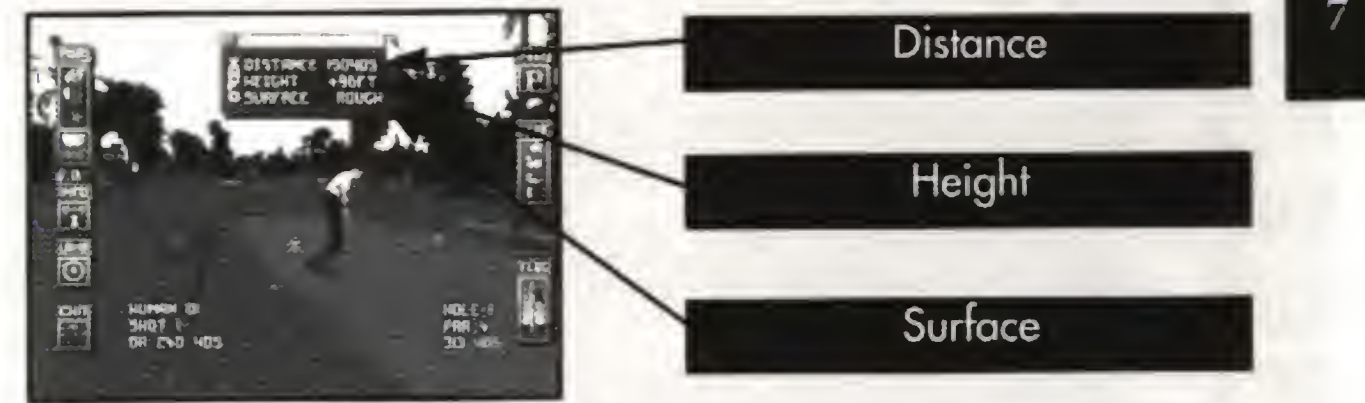


The Play Golf option allows you to play a round of golf on the Hyatt Dorado Beach course. Using the Play Golf option you play as an amateur and the computer will select a suitable club for each of your shots. (You can overrule the computer's selection by using the Club Selection Menu Dialogue Box - see Section 4 for details).

When playing a shot, the first thing to decide is in which direction to hit the ball. In World Cup Golf a perfectly hit shot will travel towards the cross-hair (see fig. 1) although wind, fade, draw, hook and slice may cause the ball to deviate from this path.

To move the cross hair, place the pointer above it and click and drag using Button B. When the cross-hair moves an Information Box appears on the screen (see fig. 4), giving the distance and height of the cross-hair relative to your ball, as well as the type of surface directly beneath it.

Figure 4



For further information click on the map icon (see fig. 1). The Map Dialogue Box (see fig. 5) provides a scaled overhead map of the current hole which can be scrolled by dragging. If the wind icon is clicked on, moving clouds will appear on the map to represent the strength and bearing of the wind.

Figure 5



To actually play your shot, click on the golfer (when the pointer turns red) with Button B and the Shot Dialogue Box will appear (see fig. 6).

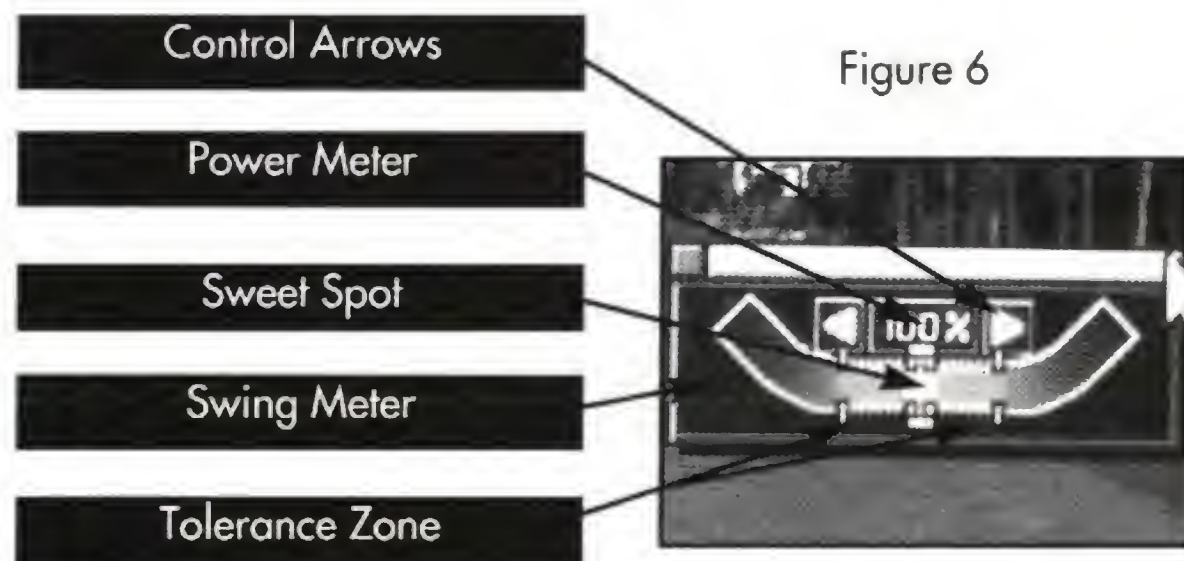


Figure 6

Click Button B once on the swing meter and a colored bar will start to move from the left of the swing meter towards the sweet spot. Click a second time as the bar reaches the sweet spot. The bar will continue on towards the right of the swing meter and then return in the opposite direction. Click a final time as the bar again reaches the sweet spot.

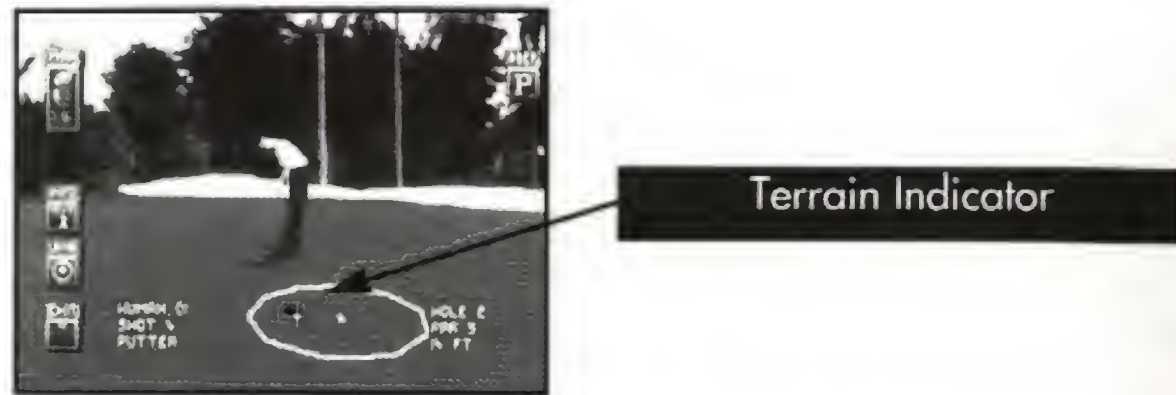
If you hit the sweet spot both times you will have played a perfect shot. If not, then the closer to the sweet spot the better. If you missed the tolerance zone altogether, you are in big trouble.

Having managed to play one shot, everything remains much the same until you reach the green. Here you will notice a few differences.

As with previous shots, the first decision is in which direction you are going to hit the ball. Once again, the ball will start its journey towards the cross-hair.

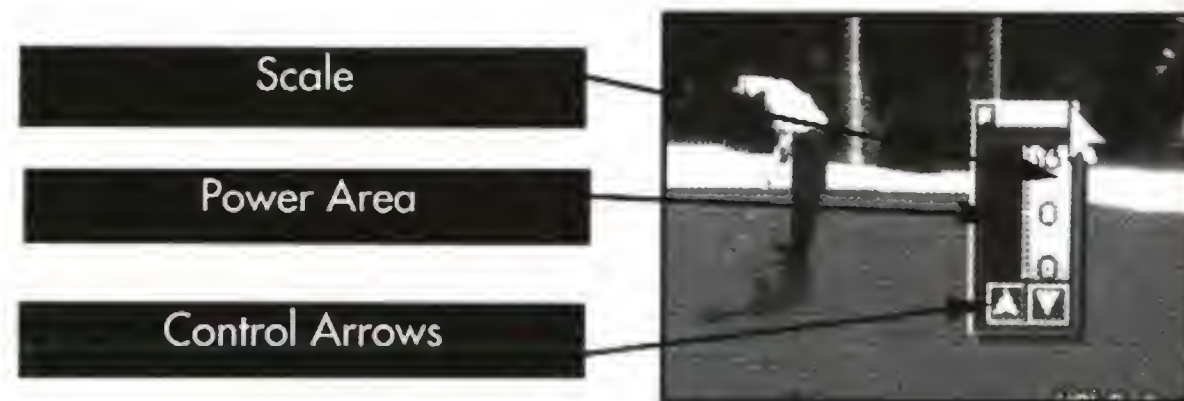
World Cup Golf supplies a mechanism for reading the greens. Click and hold Button B on the Terrain Indicator (TI) icon (see fig. 1). A circle with an arrow in the middle (the TI) appears on the screen (see fig. 7). Keep holding Button B down to move the TI. The direction and size of the arrow are directly proportional to the direction and magnitude of the slope of the green at the centerpoint of the TI. If the TI contains no arrow then the green is flat at that point.

Figure 7



To actually putt the ball click on the golfer and the Putt Dialogue Box will appear (see fig. 8).

Figure 8



Note: It is possible to play a shot at up to 110% of the stated maximum power, but beware, any errors made at over 100% will be greatly magnified.

Playing a shot in World Cup Golf involves three clicks with Button B; the first starts a shot, the second determines power, and the third accuracy.

Start a shot by clicking on the Swing Meter. A colored bar starts to move from left to right. When it reaches the sweet spot, click again. This second click determines how hard you actually hit the ball: if you clicked right on the sweet spot, the shot's power will be that shown on the Power Meter; click before the sweet spot and the power will be reduced; click after and the power will be increased.

You have now played your backswing. The colored bar continues to the right hand side of the Swing Meter, then returns towards the sweet spot. Click again. Once again, hitting the sweet spot produces a perfect shot. Clicking before the sweet spot produces a proportional degree of hook and hitting after will produce slice.

The gold zone surrounding the sweet spot is known as the tolerance zone. The tolerance zone changes size in proportion to the difficulty of the shot. Miss the tolerance zone with either your second or third click and the results are likely to be disastrous.

To putt the ball 10 feet in perfect conditions, hold button B on the power area until the power bar is level to the 10 foot marker on the scale and then release the button.

4. WORLD CUP GOLF IN-GAME OPTIONS

See fig. 1 for an on-screen representation of the in game options.

The Player

The mouse pointer turns red when it is positioned in the active player area and when clicked on, produces the Shot Dialogue Box.

11

Playing a Shot

When playing a shot, the first thing to decide is in which direction to hit the ball. In World Cup Golf a perfectly hit shot will travel towards the cross-hair (see fig. 1,) although wind, fade, draw, hook and slice may cause the ball to deviate from this path (see Section 4, The Cross-hair).

Clicking on the golfer brings up the shot dialogue box (see fig. 6).

The power meter represents shot power. A sweetly hit shot, played at 100% power will, in ideal conditions, travel the distance stated for the club in the appendix. The shot power can be changed using the control arrows.

Note: If you are playing as a professional (see Section 5, The New Player Menu), and hit a shot with more than 100% power, the colored bar will return from the right hand side of the swing meter at an increased speed. The harder you hit the ball, the faster it will return.

Putting

As with other shots, the first decision is in which direction you are going to hit the ball. Once again, the ball will start its journey toward the cross-hair. To actually putt the ball, click on the golfer and the Putt Dialogue Box will appear (see fig. 8).

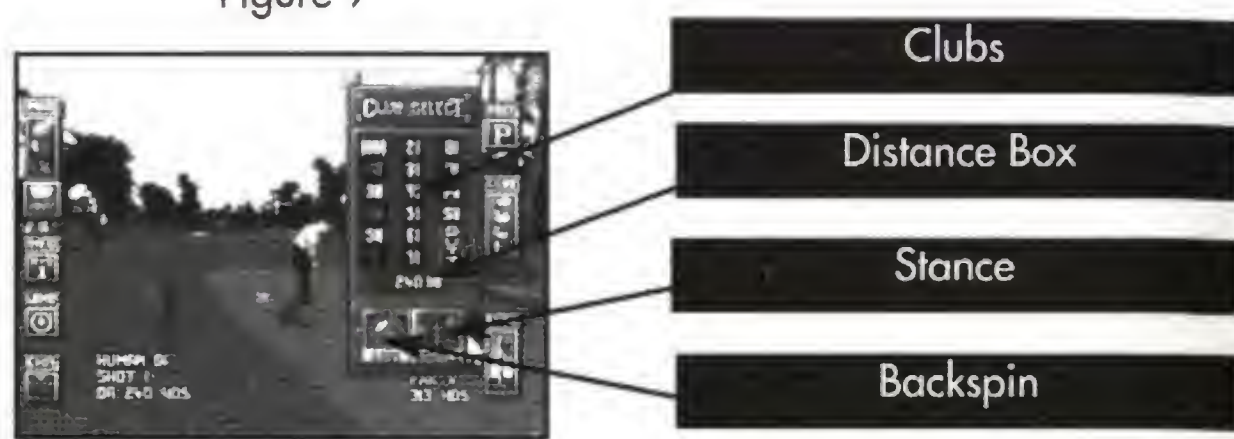
The computer automatically selects a range of values on the scale. There are times when you may want a larger or smaller range (a larger range allows you to play a stronger shot, whereas a smaller range allows you to select shot power with greater accuracy). You can change the default range by clicking on the control arrow.

Club Selection Icon

Your choice of club should not rest solely on the distance remaining to the hole, but on other factors such as wind speed and direction, terrain and intervening obstacles. See Appendix 1 for a list of hitting distances for clubs under ideal conditions. Click on the Club Selection icon to bring up the Club Dialogue Box (see fig. 9).

13

Figure 9



Select a club with Button B and the Distance Box will appear. Click a second time on the same club and the Power Meter Dialogue Box will appear (see fig. 10).

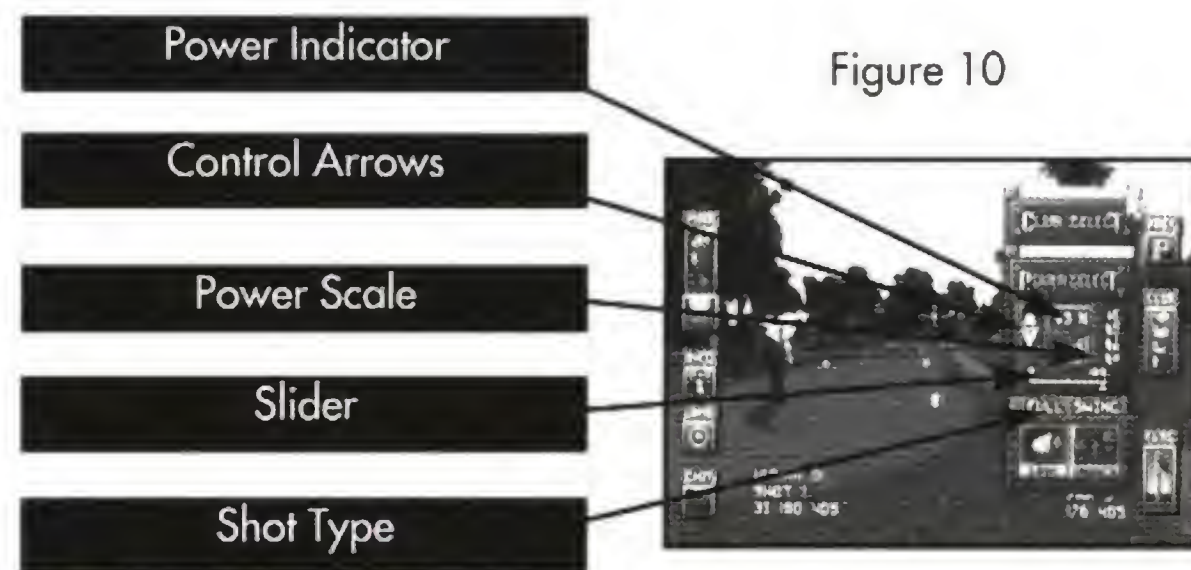


Figure 10

Figure 11



Use the control arrows to adjust your player's stance: down-opens the stance, causing fade; up-closes the stance, causing draw.

Backspin

The Backspin Dialogue Box (see fig. 12) allows you to apply topspin and backspin to your shot.

Figure 12



The Power Meter Indicator allows you to alter the distance the ball will travel after a sweetly hit shot. To alter power, either click and drag on the slider or use the control arrows (100% max).

Note: You can use the Shot Dialogue Box to select powers up to 110%.

You can also select different shot types by clicking on the shot type icon:

- Full Swing,
- 3/4 Swing,
- Long Chip,
- Short Chip.

Note: Not all shot types are available with all clubs.

You can also select the stance and backspin Submenu Dialogue Boxes from the Club Selection Dialogue Box.

Stance

The Stance Dialogue Box (see fig. 11) allows you to change your stance and thereby fade or draw the ball.

Use the control arrows or click and grab the slider on the Spin Meter to adjust the degree of spin required. Backspin stops the ball quickly; topspin will cause it to continue rolling when landed.

Note: You can only use the Backspin Dialogue Box with certain clubs. You can not play backspin if you are using a wood or a putter.

The Flag Icon

Clicking on this icon places a marker over the position of the hole.

Map/Ball Lie Icon

The map/ball lie icon gives a visual representation of the current lie of your ball. Clicking on the map/ball lie icon causes the Map Dialogue Box to appear (see fig. 5).

The Map Dialogue Box provides a scaled overhead map of the current hole showing your current position and the flag position which can be scrolled by dragging. If the wind icon is clicked on, moving clouds will appear on the map to represent the strength and bearing of the wind.

The View option is one of the most powerful options available in World Cup Golf. Click on the View Button and then click on the map. The computer will display a new screen showing the view nearest to the position you clicked on. Click the Exit Button to return to the view of your shot.

To explore the topology of the course on views produced using the view option, use the TI. Clicking on the drop ball icon brings up the Drop Ball Dialogue Box (see fig. 13). You can not use the Drop Ball option when teeing off.

Figure 13



The Drop Ball Dialogue Box appears when the ball goes out of bounds. You must take your shot again, and are penalized one stroke.

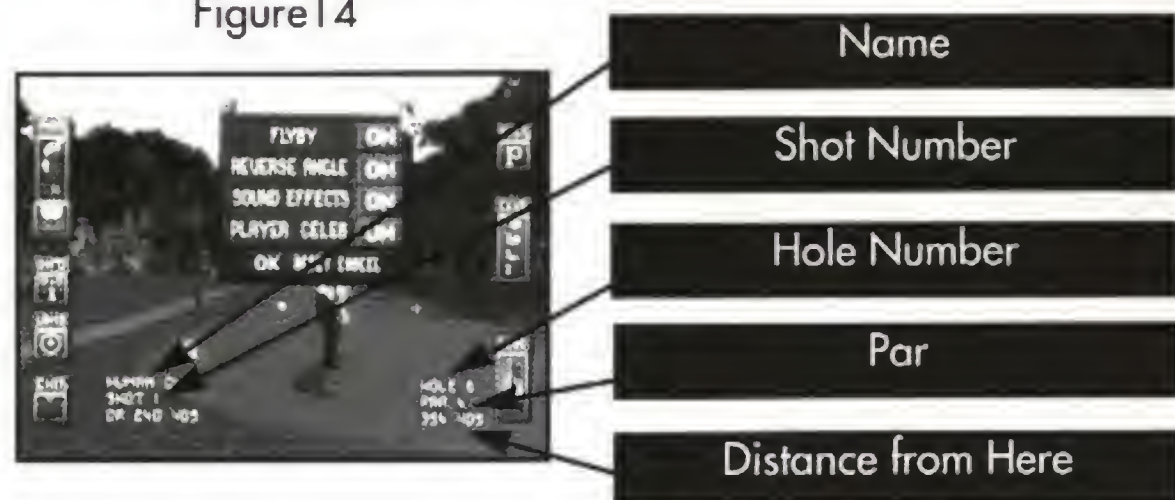
The Cross-hair

On its most basic level, you can click and drag this icon to line up your shot in the same way that you would sight a rifle. However, when used in conjunction with the Information Box, it becomes one of the most powerful features of the game.

Prefs Icon

The Prefs Dialogue Box allows you to customize the game by turning various options on and off. The reset button turns all options to their default setting.

Figure 14



Information

This dialogue box tells you the distance and the elevation of the Cross-Hair relative to your ball and the geographical feature or surface over which the Cross-hair is currently positioned.

Land

Holding Button B on this icon will bring up the Terrain Indicator (TI), which follows the slope of the terrain. The circle contains a central arrow which always points down the steepest slope, its size changing in relation to the magnitude of the slope. The TI can be dragged around a screen to explore the exact lie of the land. This is particularly useful for reading greens when chipping or putting.

Name

Listed here is the name of the current player, which shot he/she is taking, and the distance from their position to the hole.

Hole

Listed here is the current hole number and par.

Exit

Clicking on the exit icon will return you to the previous menu.

5. CREATING, REVIEWING AND DELETING PLAYERS

You can create, review and delete players using the Player Selection Menu which can be found in either the Play World Cup Golf Menu or the Other Tournaments Menu.

The New Player Menu

This allows you to add a new human player to a stored list of available players (see fig. 15). Clicking on the player name icon with Button B will cause a letter A to appear in the name box (when you first enter the new player screen the player

name is automatically selected and the letter A displayed). Press UP or DOWN on the joypad to cycle through the letters and numbers available. When you have selected the letter you want, press RIGHT on the joypad to move to the next letter, repeating the process until the name is complete. Mistakes can be corrected by using LEFT on the joypad to backspace through the name. When the name has been correctly entered, press Button B to confirm.

Figure 15



After entering a name, a number of options are available to you:

Handicap

You are given a default handicap of 0, but by clicking in the handicap box with Button B, you can enter a new handicap using UP or DOWN on the joypad. Players selecting the male option (see below) are allowed a handicap in the range 0-28, whereas players selecting the female option are allowed a handicap in the range 0-36.

Clubs

You are allowed a maximum of 13 clubs plus a putter in your golf bag. Use club selection to choose 13 clubs by clicking on a highlighted club to remove it from your bag, and clicking on an unselected club to add it.
 Note: You do not have to carry a full bag of 13 clubs.

Exit

Clicking on the Exit Icon adds the newly created player to the human player list. You are then returned to the Player Selection Menu.

Save

The same as exit, except the newly created player is also saved to non-volatile memory. The next time you play World Cup Golf, this player will automatically be added to the human player list.

The Review Player Menu

You can check existing player attributes and update/change them if you wish.

Players with a zero handicap are considered to be professionals (see Section 4, Playing a Shot), whereas all other players are considered to be amateurs. There are number of differences to playing as an amateur rather than a professional.

- Amateurs tee off from the ladies' or men's tee, whereas professionals tee off from the professional tee.
- The computer will automatically select a club for an amateur, whereas professionals must make their own club selection.
- When taking a shot as an amateur, the Swing Meter Bar will return from right to left, at a constant speed. As a professional, the swing meter's speed is proportional to how hard you hit the ball (see Section 4, Playing a Shot).

Note: All players taking part in the World Cup of Golf tournament are assumed to be professionals (see Section 8).

Male / Female

Click on the Male or Female icon to choose the new player's gender.

Note: Male and Female players tee off from different tees.

L Hand / R Hand

Click on the L Hand and the R Hand icons to choose between the new player being left handed or right handed.

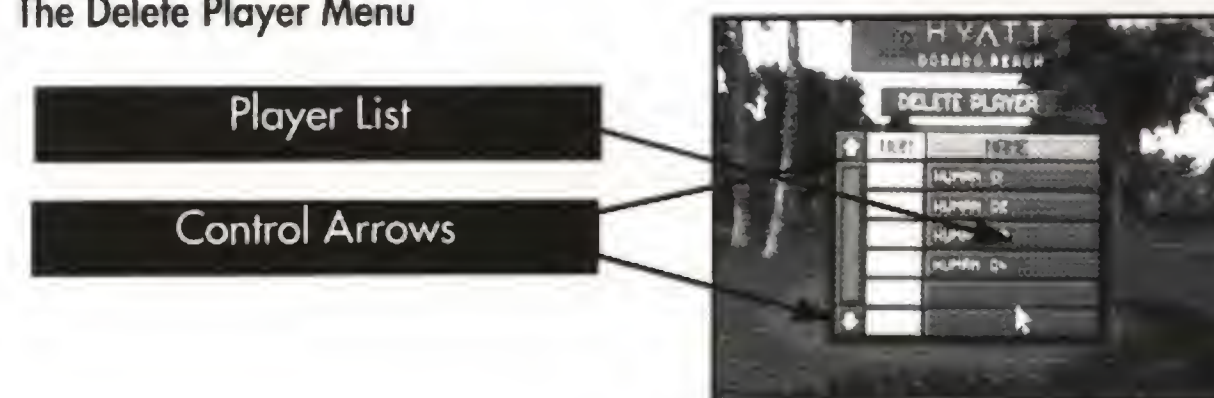
Figure 16



Scroll through the player list using the control arrows and select a player by clicking on his/her name. The presently selected player's name will be highlighted. The name, handicap, clubs, save and exit options work as described in the New Player Menu section.

Figure 17

The Delete Player Menu



Select a player and click on the Delete Button to remove a player from the list.

The View Players' Stats Menu

This menu allows you to review statistics of any player's past performances. Select a player as described in The New Player Menu section.

Figure 18

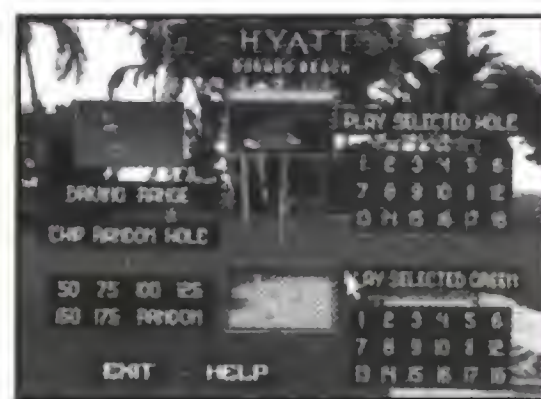


6. ADJUSTING PLAYING CONDITIONS

When you first play World Cup Golf the playing conditions are set to a default setting appropriate for Puerto Rico in November. You can however adjust both the wind and ground conditions using the Adjust Weather Menu (see fig. 19).

The Adjust Weather Menu can be accessed through both the Play World Cup Golf and Other Tournaments Menus.

Figure 20



The Driving Range

Practice your wood and iron shots on a specially created driving range. Select clubs and play shots as in the main game (see Sections 3 & 4).

Chip Random Holes

Select a distance between 50 and 175 yards. The computer will pick holes at random for you to practice chips of this distance. Select Random for chip shots of a random length.

Play Selected Green

Select a green on which to practice putting.

Play Selected Holes

Play a complete hole.

Play All Holes

Start at hole one and play through to hole eighteen.

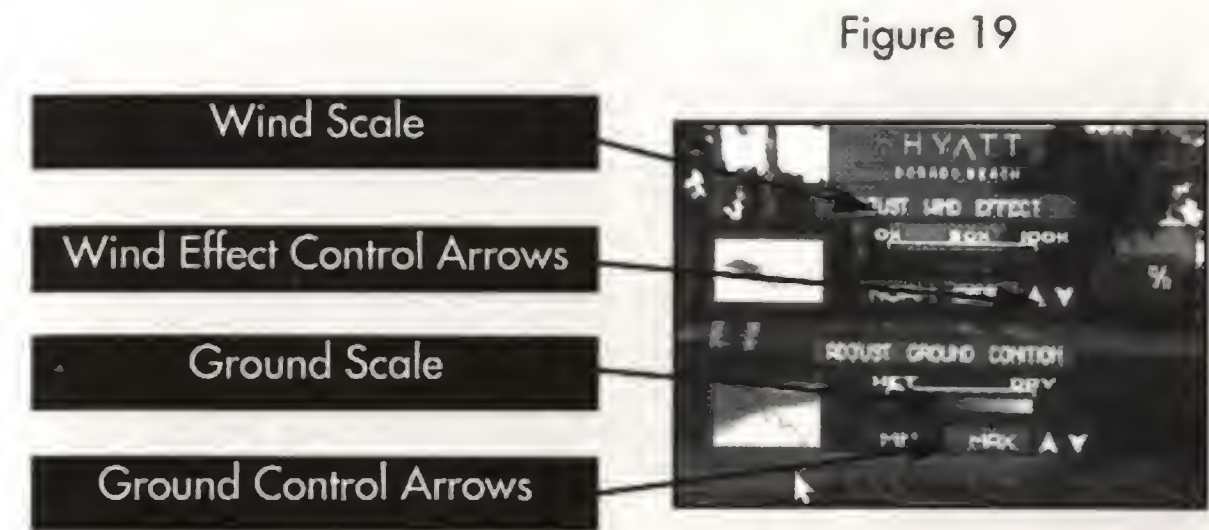


Figure 19

Click on the wind effect control arrows to adjust the wind speed. To reset wind speed to the default setting click on the NORM button. To turn wind off completely, click on the OFF button. Use the ground condition control arrows to adjust the dampness on the ground. In general, the drier the ground the further a shot will travel (particularly on the green).

7. PRACTICE FACILITIES

World Cup Golf supplies comprehensive practice facilities to help you fine tune your game (see fig. 20). Practice options include: a driving range, chip shot practice, putting practice, an option to play a selected hole and the option to play the complete course. To use the practice facilities select the practice option from the Main Menu.

8. THE WORLD CUP OF GOLF TOURNAMENT

The 1994, World Cup of Golf tournament will be played over four days at the Hyatt Dorado Beach course. Thirty-two two man teams take part in this four day competition. Each team plays one round per day and their scores are totalled cumulatively. The team with the lowest score at the end of the four days wins. There is also an individual trophy for the player with the lowest total score over the four days.

Note: All players competing in the World Cup of Golf tournament play as PROFESSIONALS.

To play the World Cup of Golf tournament select the Play World Cup Golf option from the Main Menu screen. On the first screen you will see is the Team Selection Menu (see fig. 21).

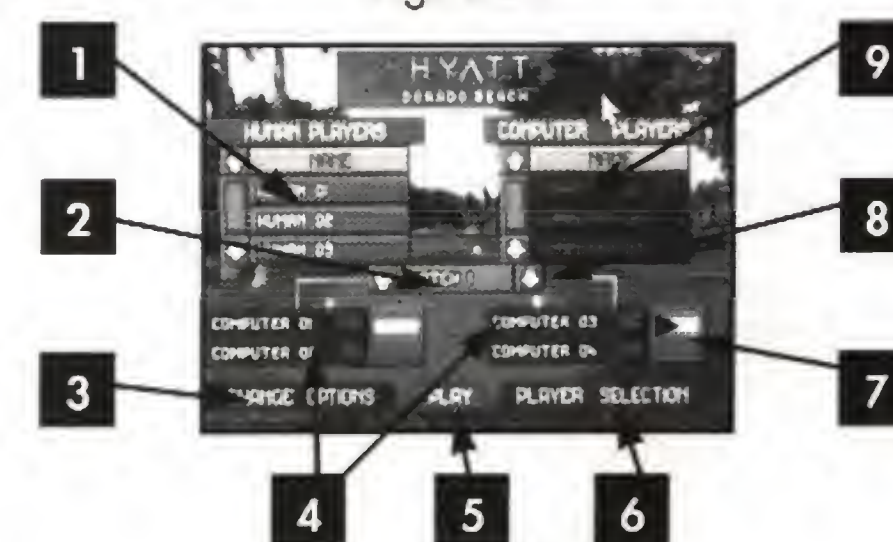


Figure 21

- | | |
|----------------------|-------------------------|
| 1. Human Player List | 6. Player Selection |
| 2. Match Number | 7. Country Flag |
| 3. Change Options | 8. Match Scroll Arrows |
| 4. Teams Boxes | 9. Computer Player List |
| 5. Play Button | |

Use Team Selection to select 32 teams of human and computer players. If you have created any human players (see Section 5, Creating, Reviewing and Deleting Players) they will be included in the list of human players; if not, the computer will supply default players. You can add your own players to the human player list by using the Player Selection option.

When you first select the Play World Cup Golf Menu, the team boxes will contain default players for the first match. To make a change, click on the player you wish to swap and then click on an available player from one of the Player Lists to replace him/her (available players are highlighted).

If the displayed button is highlighted, you will see the computer player play each shot, otherwise you will just see the computer player's score at the end of each hole.

Match A will be the first match containing either a human or computer displayed player. This match will play holes 1 & 2 and then the next match (Match B) will start. Match A now plays hole 3 and then Match B plays hole 2. Next a third match (if there is an appropriate one) starts. This sequence continues until all teams have completed day one of the World Cup. This process repeats itself for the remaining three days of the World Cup Tournament.

After each hole, the Leader Board is displayed. The Leader Board can be selected to show either the team or individual competitors' positions.

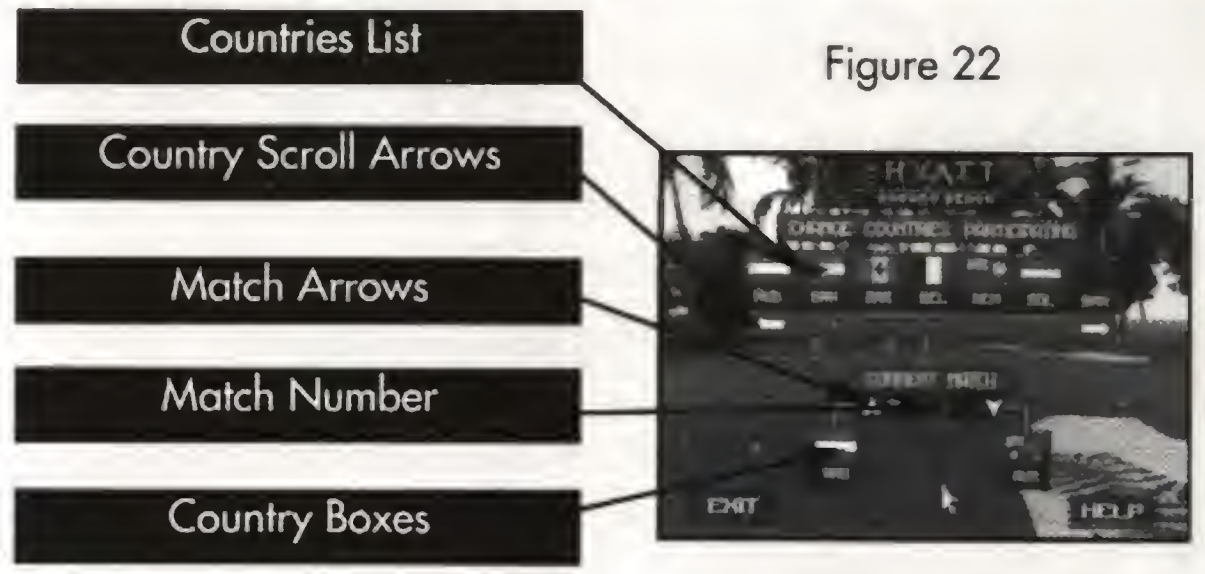
9. OTHER TOURNAMENTS

As well as the World Cup of Golf Tournament itself, World Cup Golf includes a comprehensive list of 15 other tournament types available from the Other Tournaments Menu.

The basic menu layout for all these tournaments is the same. On selecting a tournament a participant selection screen will appear (see fig. 23). As in the World Cup of Golf Tournament (see above), available players are highlighted; unlike the World Cup of Golf both human and computer players are stored on the same list. Clicking on an available player will cause that player to be placed in the upper most empty space in the competing players list. Clicking on a competing player will highlight him/her. This player can then be removed by clicking on the Delete Button.

Using the match scroll arrows, you can scroll through all 16 matches (32 teams) and repeat the above process.

You can change the nationality of competing teams by clicking on the Change Options Button and calling up the Adjust Countries menu (see fig. 22).



You can swap any team in any match for any available (highlighted) team in the Countries List. Click first on the Country Box and then on the highlighted country in the Country list. The two countries will swap positions.

Now you should be ready to play the World Cup Tournament. Exit the Adjust Countries Menu to return to the Play World Cup Golf Menu and click on the Play Button.



Once you have selected the players you require click on the Play Button to start the tournament.

Note: Some tournaments require an even number of players. World Cup Golf will not allow you to start one of these tournaments with an odd number of players.

For each of the following tournaments, each hole has three different tee off positions: professional, male and female. The tee off position for each player is determined by whether you are playing as an amateur or a professional, or a male or a female (see Section 5, The New Player Menu).

The rules for each tournament are listed below.

MEDAL

Played over a complete round of eighteen holes, Medal is decided by the lowest total score. Each player's score is calculated by subtracting his or her handicap from the total number of shots taken for the round.

STABLEFORD

Stableford is a system of scoring by points for holes as follows:

- par = 2 points;
- 1 under par = 3 points;
- 2 under par = 4 points;
- 1 over par = 1 point;
- Greater than 1 over par = No points.

Your handicap is taken into account by altering your par on some or all of the holes as follows. Add one to the par of each hole with a stroke index less than or equal to your handicap. If your handicap is greater than eighteen, add an extra one to the par of each hole with a stroke index less than or equal to your handicap minus eighteen. For example, if your handicap is six, you effectively get an extra shot on the six toughest holes of the course.

FOURSOME STABLEFORD / MEDAL / MATCHPLAY

Stableford/Medal/Matchplay in teams of two each player taking alternate shots with the same ball. A team's handicap is three quarters the average of the two players.

GREENSOME STABLEFORD / MEDAL / MATCHPLAY

Stableford/Medal/Matchplay in teams of two. Both players tee off, select the best shot and then play alternate shots with this ball. A team's handicap is three quarters of the average handicap of the two players.

Note: Up to five teams can compete in Fourball, Foursome and Greensome tournaments.

ONE CLUB + PUTTER

As Medal except each player has to choose JUST ONE CLUB in addition to his/her putter. Enter the selected club's name in the right hand column of the competing players list (see Appendix 1 for clubs' names).

10. SAVING AND CONTINUING GAMES

You can save the current tournament to non-volatile memory. This game can then be loaded and continued at a later date.

TOURNAMENT

As for Medal except you may chose to play 18, 36 or 72 holes.

MATCHPLAY

Hole-by-hole competition against one opponent or partnership - the lowest score on each hole wins. If both players take the same number of shots the hole is said to be 'halved'. The player who wins the most holes wins the match. As in Stableford, players are given extra shots on holes depending upon their handicap.

FOURBALL STABLEFORD/MEDAL /MATCHPLAY

Stableford/ Medal/ Matchplay in teams of two, the best partner on each hole scoring.

SKINS

One round of Matchplay golf played for money between two or more players. Each hole is worth a certain amount to the hole winner. Handicaps are taken into account at each hole, as with standard Matchplay. The first six holes are each worth the same amount, the next six twice as much each, and the final six three times as much. If a hole is 'squared' the money for that hole is carried forward to the next.

Saving Games

If you click on the exit icon during a tournament, the Exit Game menu appears. You can save a game using either the Save or the Save and Quit options. Save Game saves the current game and then returns to the Main Game Screen. Save and Quit saves the game and then quits to the main menu game screen without saving.

Loading Games

To resume a saved game, select the Continue Saved Game Option from the main menu.

APPENDIX 1. CLUB DISTANCE TABLE

Club	Name	Distance	Club	Name	Distance
1 Wood	1W	240 yds	5 Iron	5I	165 yds
2 Wood	2W	230 yds	6 Iron	6I	155 yds
3 Wood	3W	220 yds	7 Iron	7I	145 yds
4 Wood	4W	200 yds	8 Iron	8I	136 yds
5 Wood	5W	185 yds	9 Iron	9I	126 yds
1 Iron	1I	205 yds	Sand wed	SW	75 yds
2 Iron	2I	195 yds	Pitch Wed	PW	105 yds
3 Iron	3I	180 yds	Putter	PUT	50 yds
4 Iron	4I	175 yds			

- Green:** The area on which players putt.
- Handicap:** Devised to make play between golfers of different standards an even match. Your handicap is the number of strokes you average over par over four rounds at a golf club.
- Hook:** A shot that curves sharply to the left for a right handed golfer.
- Iron:** Clubs with an metal or graphite head; they are used for most shots between tee and green. Irons are also used for tee shots where accuracy is more important than length.
- Lie:** How the ball is sitting on the ground. The more embedded in grass or sand the ball is, the worse the lie.
- Out of Bounds:** A ball is out of bounds if it lands anywhere prohibited for play - usually beyond the course's boundaries.
- Par:** The standard score for a hole, usually based on its length. Generally holes up to 250 yds long are par threes, up to 475 yds for par fours and any longer than that are par five's.

GLOSSARY

- Albatross:** A score of three under par on a hole.
- Birdie:** A score of one under par on a hole.
- Bogey:** One over par on a hole.
- Break:** A putt's movement off a straight line due to the slope of a green.
- Bunker:** An area filled with sand.
- Chip:** A short lofted shot, normally played from just off a green.
- Double Bogey:** A score of two over par for a hole.
- Draw:** A ball that curves right to left for right handed golfers
- Drive:** A shot which is played from the tee, usually with a driver (a 1 wood).
- Driver:** Club used for first shot on long holes (a 1 wood).
- Driving Range:** A place to practice drives.
- Eagle:** A score of two under par on a hole.
- Fade:** A ball that curves left to right for right handed golfers.
- Fairway:** The area of a hole with short grass between the tee and the putting green.

- Pitching Wedge:** A short iron with a large degree of loft, used for pitching high but short shots onto the green.
- Putt:** A stroke made with a putter.
- Putter:** Club used for playing shots on the green.
- Rough:** Grass left to grow so that off-line shots are made more difficult.
- Sand Wedge:** The shortest, most lofted iron used for playing out of bunkers and for very short pitches. Also called a sand iron.
- Shot index:** A comparative rating of the difficulty of each hole on a given course. The most difficult hole has shot index 1, the easiest 18.
- Slice:** A shot that curves sharply to the right for a right handed golfer.
- Tee:** The area of a hole from which you play the first shot.
- Triple Bogey:** A score of three over par on a hole.
- Wood:** A club normally used for distance shots. It can be made of wood, metal or graphite.

CREDITS

The Development Team

Original Design: Gary Tonge, Byron Nilsson, Tony Porter

Wavefront Graphics: Gary Tonge

Additional 3D Work: Paul Walker, David Percival

Conventional Graphics: Gary Tonge

Additional Graphics: Keith Miller, Gary Noden

Sound Engineer: Andi McGinty

3D Maths Engine: John Smedley

User Interface: Leigh Davies

Utilities: Alistair Hale

Programmers: PC - Daniel Thomas

3DO - Leigh Davies

Mega CD - John Smedley

CDI - Michael Dalton

Amiga - Alistair

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